

The Complete Netbook of Witches & Warlocks:

D20 Conversion Guide

Supplement II



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The Trail of George Jacobs, August 5 1962
T.A. Matteson, 1855
Essex Institute

Introduction

Welcome to new things! This is not only the dawn of a new decade, century and millennia, as well as the first version of the **d20 Game System**. To compliment these new rules I have revised the Witch and Warlock classes. That is what you have now.

What this Book is For

The witch has become a very popular character class. By my own count there are at least half a dozen “official” treatments of the witch in different source books, and at least twice that mean on the Internet. This does not take into consideration any that might exist in gaming groups across the world. Now with the release of the d20 Game System, witches are once again becoming popular. There have been some promised in books. There are at least three version on as many web-sites that I know of. But all of these fall short of what I believe the witch should be.

How to use this Book

This reference work has been designed to allow players and Game Masters to use the Witch and Warlock characters introduced in the *Complete Netbook of Witches and Warlocks* in their d20 games. This book has been designed to aid your transition of witch characters to a new d20 rules based game. A future netbook will be released that will replace this book and the original *Complete Netbook of Witches and Warlocks*.

What You Need

This is a supplemental work that requires that you have a copy of the *Complete Netbook of Witches and Warlocks*. This can be downloaded from either my main site at <http://rpgghost.com/WebWarlock/> or my alternate site at <http://go.to/WebWarlock>.

In order to use this work to it’s fullest it is recommended that you be proficient, or at least familiar, with the *d20* game system.

Requires the use of the *Dungeons & Dragons*® Player’s Handbook, Third Edition, published by Wizards of the Coast®.

In addition it is assumed that you have paper, dice, pencils and other tools necessary to play the game.

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This work does not attempt to be the fullest or final authority of the subject of role-playing witches in a fantasy game. It also does not attempt to present a factual account of the religion of witches or a sociological overview of witchcraft.

Information presented herein is design solely for the use of individuals playing the **d20** game system. Any other intentions beyond that are outside the scope of this work and are not intended.

This work is also not intended to harm or offend anyone within the religious community of either practicing Wicca or any other witch tradition.

The Witch as a Class

Under the original netbook, witches were a subclass of priests. The witch under 3rd Edition works best as it’s own class.

Why Not a Sorcerer? Sorcerers differ from witches because, as described in the *Player’s Handbook*, sorcerers derive their magic from within, maybe even from their bloodline. While this can apply to witches, sorcerers also tend to be self-taught and mostly solitary casters. Witches through out history have been described has belonging to covens and getting their powers from other sources.

Why Not a Prestige Class? A prestige class is a new class that is added later in life, such as membership in special group or guild or a collection of specific skills. Witches, as a group, come into their class because they are “Called” by the Goddess. Witches are first and foremost witches, not witches and some other class. Many witches begin as witches at a very early age in life.

Chapter 1: The Witch Class

An old hag, a mysterious wise woman, a cunning and alluring maiden. All of these and more are the guise of the witch. Witches have existed since the dawn of time and are some of the greatest of all of the spell casters.

Witch

Witches are spell casters that walk the line between this world and the next, between angel and fiend, a between clerics and wizards. They are a religious sect like clerics, but closer to druids. Their spells and casting techniques are like wizards, but most like sorcerers. Witches live to serve the Goddess, but some instead have humanity serve them. Some witches are devoted to evil and are known as Warlocks.

Despite stereotypes, witches and warlocks may be either female or male. There are more female witches than male and more male warlocks than female however.

Adventures: Witches adventure for variety reasons. Many are searching for greater magical or universal truths, or to recover a special artifact or spell component. Others seek, like many adventurers, fame and fortune. While still others seek things known only to themselves and their Goddess.

Characteristics: Witches cast divine spells as do clerics and druids. They also gain some ability to cast arcane spells. They gain both types of spells from their service to their Goddess (or lord in the case of Warlocks). Witches record their spells in spellbooks (known as a Book of Shadows) like Wizards. So like shadows that are neither all dark or all light, witches are neither all cleric or all wizard, but a bit of both.

Witches hear the “Call” at an early age and many begin to train as witches as young girls or teenagers. This usually precludes any other type of training for any other profession.

Witches also tend to avoid weapons and armor because their nature is one of magic, pure and untainted. Armor would also interfere with their spell casting abilities.

Alignment: Witches, despite stereotypes and rumor, can be of any alignment. Warlocks can only be evil.

Religion: Witches worship the Goddess, the central deity of their faith. The Goddess represents the ultimate maiden, mother and crone. The Goddess may take the face of any female deity central to a particular faith or region. Other guises or names of

the Goddess include Astarte, Hecate, Diana, Isis, Innana, Kali, or even Tiamat.

Warlocks gain their powers for other worldly beings, typically fiends from the lower planes. Male warlocks become human agents of the fiends wishes and female warlocks often serve as consorts. Some warlocks honor the Goddess as well, but only the evil or darker aspects of the Goddess.

To a witch, to worship is to be a witch. Unlike clerics, who commune to their gods for the people, there is no middle ground between the Goddess and her witches. Also unlike clerics, witches, even evil ones, do not attempt to convert other to their faith. Witches and warlocks believe one must be worthy and hear the Call.

Background: Witches and Warlocks share more similarities than either side would admit to. This is due to a split in ethos among the pre-historic peoples. A proto-shamanistic cult produced witches (and some say druids) this proto-witch cult then further splintered into witches and warlocks of today.

Both witches and warlocks can belong to a Tradition (or style of witchcraft) and a Coven (or means of worship). Warlock covens are sometimes known as cults. A witch that does not belong to a Tradition is said to have a “Family Traditon” because it usually passed down from mother to daughter. A witch without a coven is known and a “Solitary”.

Races: Humans make up the majority of the witches. Elves and half-elves also have a tradition of witchcraft known as kuruni. Half-orcs are also drawn to the evil side of witchcraft. Dwarves, Gnomes and Halflings very rarely, if ever become witches.

Other Classes: Witches share with druids a reverence for the world and nature. Also like druidism, witchcraft is an older type of religion. Witches and druids do argue over which of their religions came first, but these are usually only good natured, if sometimes heated debates. Most classes distrust witches. In particular witches do not get along with clerics, whom they find to haughty in their ideals and reverence to their gods, and likewise to paladins. Plus most Witch-Hunters (a new Prestige class) tend to come from the ranks of clerics and paladins. Witches are on descent terms with sorcerers, whom they find more tolerable than wizards. They are distrusted by barbarians, viewed at suspiciously by most rogues, and mostly ignored by monks.

Game Rule Information

Witches have the following game statistics

Abilities: Wisdom determine how powerful the spells the witch can cast, how many spells per day, and how hard those spells are to resist. Like clerics and druids, the witch must have a minimum wisdom score of 10 + the spell's level. The witch gains bonus spells based on her wisdom. The Difficulty Class (DC) of a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Intelligence and Charisma are also important to the witch character.

Alignment: Any

Hit Die: d6

Class Skills

The witch's class skills (and the key ability for each skill) are Alchemy, Concentration, Craft, Divination, Heal, Knowledge (arcana), Knowledge (astromancy), Knowledge, (demonology), Knowledge (occult), Knowledge (religion), Meditative Trance, Mid-Wifery, Profession, Scry, Seduction, Spellcraft, Witchcraft. New skills will be described in Chapter 3.

Skill Points at 1st Level: (4 + Int modifier) x 4. Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with simple weapons such as dagger and quarter-staff. Witches are not proficient with any type of armor or shields.

Spells: The Witch can cast divine spells as per the table below. Witches as gain the ability to cast arcane spells. These arcane spells are known as High Secret Order spells and are determined by the Coven that the witch belongs to. The spells that a witch may cast are also described below.

Unlike clerics, witches **cannot** convert spell levels into healing magic. To heal another person of herself the witch will need the appropriate spell. Witches do not have domain spells.

High Secret Order Spells: Witches gain an additional spell of each spell level starting a 2nd level. These spells are known as High Secret Order Spells and are determined by each witches coven. High Secret Order Spells are typically arcane spells.

Occult Powers: The witch gains Occult powers from her service to the Goddess at various levels. These occult powers are described below. Starting at 6th level and every three levels after the witch gains a new power level. She may only have one power per power level. The Witches Tradition determines these powers.

Least Occult Power: Gained at 3rd level.

Lesser Occult Power: Gained at 6th level.

Minor Occult Power: Gained at 9th level.

Medial Occult Power: Gained at 12th level.

Greater Occult Power: Gained at 15th level.

Superior Occult Power: Gained at 18th level.

Ex-Witches

Any witch who ceases to follow the Goddess loses all spells and special abilities and cannot gain levels as a witch until she atones. Use of the *Atonement* spell is not required, but the witch may have to perform act or duty of faith.

Human Witch Starting Package

Race: Human

Armor: None, speed 30 ft.

Weapons: Dagger (1d4, crit 19-20/x2, 1lb., Tiny, Piercing).

Quarterstaff (1d6, crit x2, 4lb., Large, Bludgeoning).

Goddess: The Goddess of Witches

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability
Spellcraft	4	Int
Knowledge (Occult)	4	Int
Heal	4	Wis
Demonology	4	Int
Witchcraft	4	Wis

Feat: Divination

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, and prayer incense. Spell component pouch, Book of Shadows

Gold: Equal to Charisma score.

Alternate Witch Starting Package

Same as human witch, except

Race: Elf, half-elf or half-orc.

Goddess: Appropriate for Race.

Gold: 2d6

Alternate Witch Starting Package

Same as human witch, except

Race: Dwarf, gnome or halfling.

Armor: None, speed 20 ft.

Weapons: Dagger only.

Goddess: Appropriate for Race.

Gold: 2d6

Table 1-1: The Witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+1	+0	+2	
2	+1	+2	+0	+3	
3	+1	+2	+1	+3	Least Occult Power
4	+2	+3	+1	+4	
5	+2	+3	+1	+4	
6	+3	+4	+2	+5	Lesser Occult Power
7	+3	+4	+2	+5	
8	+4	+5	+2	+6	
9	+4/+1	+5	+3	+6	Minor Occult Power
10	+5/+1	+6	+3	+7	
11	+5/+1	+6	+3	+7	
12	+6/+2	+7	+4	+8	Medial Occult Power
13	+6/+2	+7	+4	+8	
14	+7/+2	+8	+4	+9	
15	+7/+3	+8	+5	+9	Greater Occult Power
16	+8/+3	+9	+5	+10	
17	+8/+3	+9	+5	+10	
18	+9/+4/+1	+10	+6	+11	Superior Occult Power
19	+9/+4/+1	+10	+6	+11	
20	+10/+4/+1	+11	+6	+12	

Table 1-2: Witch Spells per Level

Level	Spells per Day										
	0	1	2	3	4	5	6	7	8	9	
1	3	1	-	-	-	-	-	-	-	-	
2	4	1+1	-	-	-	-	-	-	-	-	
3	4	2+1	1	-	-	-	-	-	-	-	
4	5	2+1	1+1	-	-	-	-	-	-	-	
5	5	3+1	2+1	1	-	-	-	-	-	-	
6	5	3+1	2+1	1+1	-	-	-	-	-	-	
7	6	3+1	3+1	2+1	1	-	-	-	-	-	
8	6	4+1	3+1	2+1	1+1	-	-	-	-	-	
9	6	4+1	3+1	3+1	2+1	1	-	-	-	-	
10	6	4+1	4+1	3+1	2+1	1+1	-	-	-	-	
11	6	4+1	4+1	3+1	3+1	2+1	1	-	-	-	
12	6	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-	
13	6	5+1	4+1	4+1	3+1	3+1	2+1	1	-	-	
14	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-	
15	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	1	-	
16	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	
17	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	1	
18	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	
19	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	
20	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	

The number after the plus sign (+) is the number of High Secret Order Spells the witch receives.

Chapter 2: Magic

Magic is the life blood of witches. Without magic, a witch is no different than the cowan or mundane people around her.

Witches do view magic a bit differently than other spellcasters. Most see a division between Arcane and Divine magic. While these divisions are academic to most everyone else, to the spellcasters they define how they see reality. To the witch Arcane and Divine are only facets of the totality of magic.

The Thaumaturgic Triangle

Some witches view magic as a Thaumaturgic Triangle, with Arcane magic on the left lowest corner, Divine at the right lowest corner and Witchcraft at the top. Of course it should be noted that Wizards and Clerics view it quite differently.

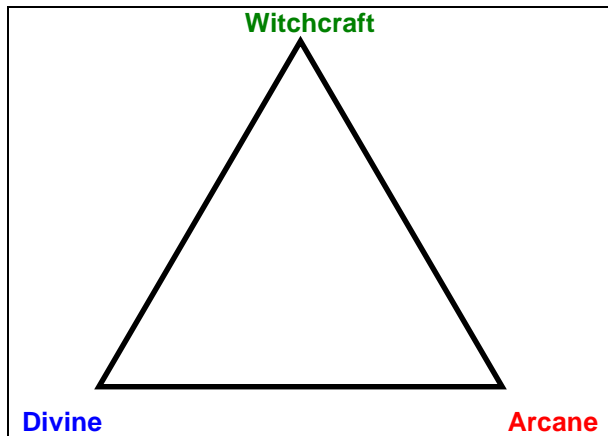


Fig 2-1 Thaumaturgic Triangle View

Witchcraft is defined as the blend of both Arcane and Divine magic, but it is also separate from these magical styles.

The Pentagram

Most witches do not subscribe to the Thaumaturgic Triangle view. They see it as a compromise to other spellcasters. Plus it leaves out the very magic it was named for, Thaumaturgy. Most witches view magic from the Pentagram or Grand Elemental view.

They divide magic into five distinct camps and associate an element to each magical camp.

Thaumaturgy, or Low Magic is the magical style practiced by Hedge Wizards, Hedge Witches, Shamans or Adepts. Thaumaturgic magic depends

heavily on rites, sympathetic magics or divine influence. Witches believe that even some druid magic can fall into this category.

Its associated element is Earth.

Sorcery, or Natural Magic is the magical style practiced by Sorcerers, Dragons and some other naturally magic races such as the faerie and elementals. Fiends and Celestials, while naturally magic derive their source from the Divine. Unlike Thaumaturgy, Sorcery flows from within, which makes it more like Arcane magic. But unlike Arcane, Sorcery is not learned, it is a natural part of spellcaster.

Its associated element is Water.

Divine, or Clerical Magic is magic that comes from the gods, other planes or strong beliefs. The source of this magic is always outside of the spellcaster, which makes it very different than Sorcery. Unlike Sorcery and Thaumaturgy, Divine magic requires neither skill and nor practice, only faith. The spellcaster can improve his casting styles or effects, but not the source or nature of the magic.

Its associated element is Air.

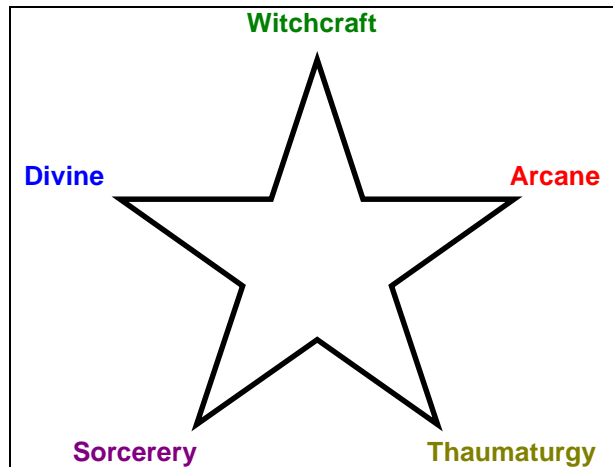


Fig 2-2 Pentagram View

Arcane Magic, or Wizardry is magic that comes from the learning of great secrets. Arcane magic must be studied and certain formulas must be followed, like Thaumaturgy. This puts it at odds with Sorcery, but like Sorcery, the magic comes from the skill of the spellcaster to harness the power of magic.

Its associated element is Fire.

Witchcraft is the combination of these magics. Like Thaumaturgy and Arcane Magic the witch must practice various rites and formulas to activate and shape her magic. Witchcraft is also Divine because to power of this magic comes from the Goddess. Witches are also like Sorcerers because they both believe that the talent to do magic is in their blood. Sorcerers believe that they themselves are magical creatures, as do witches.

It's associated element is pure magical Essence.

Regardless of how the witch may view her magic, she does know that her style of magic is part of the greater whole of all magic. Witchcraft is subject to the same rules and laws that govern all magic.

Spells Available

Witches have access to the following spells from the 3rd Edition *Players Handbook*. These spell lists are based on an average witch. Different covens and/or traditions may have alterations to these lists.

0 level – *arcane mark, cure minor wounds, dancing lights, detect magic, detect poison, ghost sound, guidance, light, mending, read magic, resistance.*

1st level – *bane, cause fear, change self, charm person, command, comprehend languages, cure/inflict light wounds, deathwatch, doom, endure elements, hypnotism, identify, protection from Chaos/Evil/Law/Good, silent image, sleep, ventriloquism.*

2nd level – *aid, alter self, blindness/deafness, calm emotion, consecrate/desecrate cure moderate wounds, detect thoughts, enthrall, invisibility, locate object, mirror image, remove fear, scare, speak with animals, whispering wind.*

3rd level – *bestow curse, clairvoyance/clairaudience, contagion, create food and water, cure blindness/deafness, dispel magic, glyph of warding, obscure object, magic circle against chaos/law, magic circle against good/evil, speak with dead, suggestion, tongues, wind wall.*

4th level – *charm monster, control water, discern lies, divination, emotion, fear, locate creature, minor creation, neutralize poison, polymorph other, polymorph self, remove curse, scrying.*

5th level – *advanced illusion, attraction, animal growth, avoidance, dismissal, dream, feeblemind, greater command, greater scrying, magic jar, major*

creation, mirage arcana, nightmare, reincarnate, seeming.

6th level – *etheralness, eyebite, find the path, geas/quest, legend lore, mass suggestion, mislead, project image, repulsion, restoration, true seeing, weather control, wind walk.*

7th level – *control weather, creeping doom, finger of death, greater scrying, heal, insanity, transport via plants*

8th level – *antipathy/sympathy, discern location, horrid wilting, polymorph any object, prophesy, symbol, trap the soul.*

9th level – *astral projection, earthquake, foresight, refuge, shape change, wail of the banshee, weird.*

High Secret Order Spells

The spells a witch may choose as her High Secret Order selections depends on her coven. These spells are typically arcane, but they can be divine in nature. Only witches in a coven will have access to these spells. Solitaries gain spells similar to High Secret Order, these spells are gained much like a sorcerer, these spells are always arcane.

These spells will vary from coven to coven, and nation to nation.

Table 2-1: Example of High Secret Order Spells

Level	Spell
1	Chill touch
2	Spectral Hand
3	Fly
4	Arcane Eye
5	Animate Dead
6	Circle of Death
7	Control Undead
8	Etherealness
9	Disjunction

Occult Powers

Occult powers are a reward to witch for faithfully serving the Goddess. Because of her close affinity to magic, the witch gains some spell like ability. Occult powers are based on the witch's tradition. Every tradition views their relationship to magic differently, so the special powers they gain are therefore different as well.

The witch may use her occult power once per day and only has one occult power per power level (lesser, greater, superior, etc.)

The Witch has access to the following Occult powers. These powers have not changed much from the *Complete Netbook of Witches and Warlocks*.

Table 2-2: Occult Powers by Level

Least

Level 3

Brew Flying Ointment
Detect & Read Magic
Turn or Rebuke Undead
Summon Witch's Familiar

Lesser

Level 6

Brew Love/Hate Potions
Brew Narcotics
Brew Poisons
Brew Truth Drug
Chill Touch
Circle of Protection
Glamour
Immune to Fear
Immune to Sleep Magic
Manufacture Potions #1
Supernatural Protection

Minor

Level 9

Bestow Curse on Item
Candle Magic
Dance Macabre
Elemental Powers
Heal / Harm Touch
Human Control
Manufacture Potions #2
Protection from Good/Evil
Speak with the Dead
Use Magic Items
Word of Fear

Medial

Level 12

Become Ethereal

Create Magic Items
Create Control Doll
Identify Cursed Items
Identify Magic Items
Immune to Charm & Hold
Immune to Supernatural Fear
Manufacture Potions #3
Necromantic Protection

Greater

Level 15

Create Permanent Magic
Fascination
Fiend Summoning
Greater Elemental Powers
Immunity to Mind Control
Limited Wish
Longevity
Manufacture Potions #4
Shape Change
Summon Plague

Superior

Level 18

Astral Travel
Evil Eye
Foretell Future
Kiss of Death
Manufacture Potions #5
Summon Divine Aid
Superior Elemental Powers
Wish
Witch's Blessing
Witch's Curse

Least Occult Powers

Least Occult powers are the weakest of all the witches' occult powers. Gained at 3rd level they represent the witch's successful initiation to the witch tradition and coven.

Brew Flying Ointment: The witch can brew a simple flying ointment from the fat of a sacrificed animal. It can only be used by the witch that made it and it only can be used on bare skin.

Detect & Read Magic: The witch can detect magic and read magical writing as per the spell.

Summon Witch Familiar: The witch may summon a special familiar similar to that of a Sorcerer.

Turn or Rebuke Undead: Witches gain the ability to either turn or rebuke undead as a cleric of the same level. Witches **do not** have access to the clerical feat of Extra Turning.

Chapter 3: Covens & Traditions

Covens provide the witch means religious and social interaction. Traditions are a style of witchcraft, in which the witch learns her craft.

Some distinction needs to be made between Traditions and Covens. While both can grant Powers, place limits on magic, alignment and behavior, and determine what spells the witch gains, they are not the same.

Covens are usually small and are dedicated to one Goddess or a very small set of Goddesses. Covens determine their own membership and may restrict which Traditions can join. Covens are religion based and typically have a leader, a high priestess, who rules over all members.

Traditions are usually larger. Traditions are usually a product of geography or culture. A single tradition may members in many covens and a coven may have members of many traditions. A tradition does not have a central leader. Traditions are most like character kits.

Covens

Witches from the same coven share a set of beliefs and generally are of the same alignment. Covens are usually dedicated to only one, or a handful of Goddesses.

Many witches in a fantasy/medieval game world worship the Goddess of Magic. She is also known as the Witch Goddess. The spells given to her coveners are typically highly magical or necromantic.

Table 3-1: Coven of the Witch Goddess - Human

Level	Spell
1	Chill touch
2	Spectral Hand
3	Fly
4	Arcane Eye
5	Animate Dead
6	Circle of Death
7	Control Undead
8	Etherealness
9	Disjunction

These spells may be altered as need or desired. Elves (or Kuruni) will typically worship a different, usually Triune, Goddess. Thus their High Secret Order Spells are different. These witches are almost always members of the Faerie or Lorelei traditions and either elf or half-elf.

Table 3-2: Coven of the Elven Triune Goddess

Level	Spell
1	Obscuring Mist
2	Acid Arrow
3	Blink
4	Hallucinatory Terrain
5	Animal Growth
6	Mislead
7	Shadow Walk
8	Screen
9	Teleportation Circle

Traditions

The “style” of witchcraft a witch practices (crone, faerie, family, etc.) is dependent on the witch’s tradition. Each tradition differs on how they view and use magic. These differing viewpoints also change which Occult powers, skills, weapons or even feats they may have.

Family Tradition

Any witch can belong to a Family Tradition. The only thing that sets this tradition apart from the ones listed below is that it is usually handed down from mother to daughter. This tradition is particularly useful for solitaires. Any witch not following one of the traditions listed below can be considered to be following a family tradition or a wholly unique tradition.

Solitaries often belong to a family tradition.

Amazon Witch

Amazon Witches come from a society in which women occupy all of the important roles of rulership. They are most common in a campaign world that is normally dominated by males. Amazon societies are by no means primitive. Males are relegated to secondary or even nonexistent role. When men do exist in the Amazon culture they are rarely treated better than domesticated animals. Amazon Witches care even less for males than other members of their society. As with the Amazon Priestess, the Amazon Witch interprets the will of the Goddesses of the Amazons. Often the Amazon Witch will worship a secondary or otherwise lesser Goddess. Like the Amazon Wizard the Witch will also be considered a mysterious element in an already alien culture.

Magic: Magic comes from the powers of Creation. As the bearers of children, only women are the receptacles of creative forces. Men only destroy or pervert this pure and sacred power.

Occult Powers

Least: Summon Witch's Familiar

Lesser: Immune to Fear

Minor: Dance Macabre

Medial: Create Control Doll

Greater: Summon Plague

Superior: Shape Change

Crone

The old, hag-like witches of fairy tale and myth are Crones. Always female and ancient these witches strike the most fear into their enemies. That is not to say that these witches are always evil. Some crones may in fact belong to lawful good sisterhoods. They generally worship very old Goddesses. These witches are also known as village witches or wise women.

Magic: Magic comes from Wisdom and age. Only when you have learned the lessons of a lifetime may you attempt to learn magic.

Occult Powers

Least: Read and Detect Magic

Lesser: Manufacture Potions #1

Minor: Candle Magic

Medial: Create Magic Items

Greater: Longevity

Superior: Evil Eye

Faerie Witch

Witches of the Faerie, or Fairy, Tradition are based on works of fantasy and literature. Faerie witches have appeared in the works of Shakespeare and arguably the best known Faerie Witch was Morgaine, also known as Morgan Le Fey from the legends of King Arthur. Faerie Witches are normally elven or have elven blood, such as half-elves. Some humans can and have been admitted to a Faerie Tradition. Faerie witches are also known as "Kuruni".

Magic: Magic is the life blood of the Faerie races, they are one and the same. On worlds where there is no magic, there are no faeries.

Occult Powers

Least: Summon Witch's Familiar

Lesser: Glamour

Minor: Human Control

Medial: Immune to Charm & Hold

Greater: Shape Change

Superior: Wish or Witch's Blessing

Gypsy Witch

The roaming gypsies of many worlds have often been accused of witchcraft, or dealings with dark forces. The Gypsy Witch (or Vistana Witch in Ravenloft) is at least partial support to that claim. Gypsies tend to be aloof, almost xenophobic, the witches of their tribes would seem more so. A Gypsy witch is always given great respect by the other members of the tribe and normally feared by those outside of it. She may not necessarily be the leader of the tribe, but she will be among its most powerful individuals. Typically a tribe may have one court level witch and two or three lesser witches as novices. The court witch will almost certainly be very old, while the novices may be anywhere from youth to late adulthood. Many times the old witch may adopt an orphaned child and raise her as her own and as a witch. Because of this it has become a saying in many countries that gypsies or witches steal small children.

Magic: Magic is a force of the World. Only by traveling the world can one understand magic. Wizards who stay rooted in one place become complacent and stagnant. That is why necromancers are so different from Wu-Jen, they never learn the full nature of magic, only their own local variety.

Occult Powers

Least: Read and Detect Magic

Minor: Dance Macabre

Medial: Manufacture Potions #3

Greater: Limited Wish

Superior: Evil Eye or Foretell Future

Malefica (Demonic / Diabolic)

While the crone may be physically frightening, the idea that someone would willingly submit herself to the creatures of the Abyss or Hell is a much more frightening prospect. Malefica, or demonic or diabolic witches are evil witches in league with things from the Lower Planes. They worship the various Dukes of Hell or Princes of the Abyss. Power and riches are the lures for these witches, which may be male or female, elf or human. Their orgiastic sabbats are often used as examples by priests and witch-hunters for the need to destroy all witches.

Magic: Magic is supplied by the creatures of the Lower Planes.

Occult Powers

Least: Summon Witch's Familiar
Lesser: Supernatural Protection
Minor: Bestow Curse
Medial: Create Magic Items
Greater: Fiend Summon
Superior: Witch's Curse

Mara (Death Mistress)

Evil is easy to spot in the Malefica Witch. But just as the Crone is often thought to be evil, the Mara will often thought to be good. Nothing could be further from the truth. These evil seductresses are in league with death and evil. They use their high Charisma and natural (or unnatural) beauty to tempt men and women into lives of evil. Many of the court witches are granted Succubus followers and helpers by their evil Master or Mistress.

Magic: Magic is steeped in Life and Death struggles. By being present at another's death, or animating the undead one learns the secret of magic.

Occult Powers

Least: Command Undead
Lesser: Immune to Fear
Minor: Harm Touch
Medial: Necromantic Protection
Greater: Fiend Summoning
Superior: Kiss of Death

Natural Witch

Natural witches are people born with either their witch talents or under some odd circumstance of birth. Events like being born with a cowl, a harelip, six fingers or toes, teeth, two different color eyes, or being the seventh son of a seventh son, could qualify as a Natural Witch. These witch are known by a variety of names as well, Psychic Witch, Taltos, Gifted, and so on. Often the signs of being a natural witch are the same as being born a werewolf or even a vampire. Most of these belong to realm of myth; i.e. vampires are made, not born. Witches with a psychic wild talent may opt to become a Natural Witch.

Magic: Magic is a Mental Ability that you are born with. It can be nurtured and focused over time.

Occult Powers

These powers can vary greatly from witch to witch. These are suggestions for a "Psychic" style witch.

Least: Summon Witch's Familiar
Lesser: Glamour
Minor: Human Control

Medial: Limited Psychic Powers
Greater: Immunity to Mind Control
Superior: Superior Psychic Powers

Occultist

Occultists are witches who study things arcane. Often thought to be evil because they study evil tomes and artifacts and consult spirits from other planes, the Occultist is most often neutral and worshipping a Goddess or God of knowledge or mysteries. Witches of Isis or Osiris make exceptional Occultists. Of course there are evil occultists who use their knowledge of the old ways to harm the people of good. Egyptian, Babylonian and Summerian deities are all good for Occultists.

Magic: Magic comes from knowing the Secrets of the universe.

Occult Powers

Least: Read and Detect Magic
Lesser: Immune to Fear
Minor: Candle Magic
Medial: Limited Wizard Spells
Greater: Fiend Summon
Superior: Astral Travel

Tantric Witch (Seductress)

The Tantric witch learns ways to use psychosexual energies and focus it into her magick plus they learn how to raise their own psychosexual energy. This is visualized as a curled serpent of power (Kundalini) that lies at the base of the spine up through successive focal points (chakras), until it reaches the highest chakra, at the top of the skull, and the adept experiences, within, the union of the god and the Goddess. This process (sadhana) begins with a systematic visualization of the deity, limb by limb, which materializes through the use of visual diagrams (yantras) and through the use of magic incantations (mantras).

Magic: Magic comes from the Celebration of Life. Tantra is it's purest form. Focusing of the acts of life one can harness the power of their own chakras and do magic.

Occult Powers

Least: Summon Witch's Familiar
Lesser: Glamour
Minor: Heal Touch
Medial: Immunity to Charm & Hold
Greater: Fascination
Superior: Witch's Blessing or Curse



“White Witch” by Tommie ‘The Peregrin’ Leijs

Tempestarii (Elementalist)

Like the Wizards of the same name these witches have powers over the elements. Unlike Elemental wizards, who seek to control the elements, Tempestarii, or Elemental Witches, seek an understanding with the elements. Witches believe that there are five elements, fire, air, earth, water, and spirit. However the witch may only access one of the first four. Any witch may chose one of the four primary elements; water, air, fire or earth as her own. This is chosen at the selection of this kit and may not be changed, save for abandoning the kit. Generally the witch cannot cast spells from her opposing sphere and gain a +20% chance to learn and use spells in her home sphere. The witch also gains certain protections from her chosen element. She can save at +3 to saves versus her own element.

Contact with her opposing element will rob the witch of her spell casting powers for a number of days equal to her own level. The contact has to be significant however. For example Fire witches need to be submerged in water to lose their spells, or Earth witches need to be surrounded on all sides by air, as in flying. Water witches would have to be burned, which would more than likely kill them as well as

strip their spell casting powers. Air witches would have to be buried alive.

Magic: By manipulating the Elements one can work magic.

Occult Powers

Least: Read and Detect Magic

Lesser: Supernatural Protection

Minor: Minor Elemental Powers

Medial: Limited Wizard Spells

Greater: Greater Elemental Powers

Superior: Superior Elemental Powers

Venefica

Venefica are witches who use philters and potions. These witches specialize in the study of potions and alchemy. While all witches have some alchemy skills, Venefica perfect them. The venefica have powers unique to their tradition. Most of these deal with the use or creations of potions.

Magic: Magic is an Alchemical function.

Occult Powers

Least: Manufacture Flying Potion

Lesser: Manufacture Potions #1

Minor: Manufacture Potions #2

Medial: Manufacture Potions #3

Greater: Manufacture Potions #4

Superior: Manufacture Potions #5

Voodoo Witch

Witches that practice Voodoo are usually in remote areas where various religions have met and clashed. Their religions are often newer, with both strange and new practices and old traditions. While they do not differ significantly from their more traditional sisters, these witches have several distinct qualities.

Magic: Magic comes from the Loa.

Occult Powers

Least: Turn or Rebuke Undead

Lesser: Brew Narcotics or Poisons

Minor: Dance Macabre

Medial: Create Control Doll

Greater: Fascination or Summon Plague

Superior: Evil Eye

Chapter 4: Skills & Feats

Witches are not limited to magic to accomplish their goals. Like all characters, witches have access to many skills and feats. These skills are taken from *The Complete Netbook of Witches and Warlocks*.

Skills

Witches have access to the following skills from the *Player's Handbook*. The skills listed below are for the general witch or warlock. Witches of different traditions may have access to different skills, or at different costs.

Class Skills (purchased at the normal cost).

Alchemy, Concentration, Craft, Knowledge (arcana), Knowledge (religion), Profession, Scry, Spellcraft.

Cross-Class Skills (purchased at twice the cost).

Appraise, Balance, Bluff, Climb, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (nature), Knowledge (all skills), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Ride, Search, Sense Motive, Speak Language, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Restricted Skills (can't buy this skill).

Animal Empathy, Decipher Script, Read Lips, Use Magic Device.

The following proficiencies from the *Complete Netbook of Witches and Warlocks* are covered by similar or the same skill in the *Player's Handbook*. Please consult the *Player's Handbook* for complete details.

Original Proficiency	New Skill
Alchemy	Alchemy
Dancing (Witch)	Performance
Languages	Speak Language
Sagecraft	Gather Information

Divination (General) (Wis, Trained Only)

The divination skills allow the witch (or other classes) to make some divinatory predications. Most are simple guesses and may be used to support the witch (or rogue) economically. However these skills may also be used to stack with abilities, feats or spells that confer divination powers.

Divination (Astrology) (Wis, Trained Only)

This skill gives the witch understanding of the influence of the stars. Knowing the birth date and the time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and her knowledge is vague at best. If a successful DC is made, the astrologer can foresee some general event. The DM decides the exact prediction. Note that the prediction does not guarantee the result—it only indicates the potential result. If the skill check is failed, no information is gained unless a 20 is rolled in which case the prediction is wildly inaccurate.

Divination (Lithomancy) (Wis, Trained Only)

Lithomancy is the ability to tell the future using stones. These stones will be inscribed with certain astrological symbols or other symbols of power. The stones are tossed and the future is read, much in the same manner as Tarot cards. Also, while the reading is not magical the witch is accurate 10% of all readings. Of course the witch will not know which reading are accurate and which are not.

A witch with the lithomancy skill can also identify precious stones and gems, but not appraise them.

Divination (Chiromancy) (Wis, Trained Only)

Chiromancy, or more commonly known as Palm Reading, is a technique that a witch (or a Rogue) can use for entertainment or profit. The witch has learned to read to the lines of a person's hands. She can use this information to talk about a person's past, future or even a past life. The trick is not reading the palm, but knowing what most people want to hear. The witch needs to make an Intelligence check to determine vague details about a person. This aspect of palm reading may also be used by Rogues.

If the witch has some divinatory ability (occult power, spell, psychic or feat) then the Chiromancy skill can be used to increase her chance of success. The skill can only be used on a person the witch is physically with, it will not aid her on person outside of her own physical presence, such as astral or via a crystal ball. The DM might even rule that the witch must be holding the person's hand.

Divination (Numerology) (Wis, Trained Only)

The witch knows the secret codes of numbers and their meaning. The witch can transform names to numbers and use these numbers in magical work.

Numerology is believed to be one of the oldest occult practices that witches still use. With the numerology skill a witch can send a simple message (no more than a dozen words) to her coven sisters. Plus the witch can use counters or dice to foretell the future, much like the *lithomancy* or *Tarot Reading* skills.

This also gives the witch an extra percent chance of success when reading magical scrolls and alchemical formulas. (Skill check required to read.)

Divination (Séance) (Int or Cha, Trained Only)

A séance is an attempt to speak with the spirits of the dead. While most are held only to get money from a superstitious public, some witch can perform true seances. A true séance will add +5% chance to a *Speak to Dead* or similar spell. It will also add a +5% to any fiend summoning if done before the summoning ceremony has begun.

A séance performed only for entertainment or profit is checked against the victim's intelligence score. The victim is a -1 penalty. The witch must make a Charisma check to determine if she putting up a good performance. If the witch fails her check or the victim passes theirs then the deception is discovered.

Divination (Tarot Reading) (Wis, Trained Only)

This allows the witch to perform a reading with Tarot Cards. This skill covers knowledge of the cards meaning and how to set up different readings. While the outcome of the reading is not divinatory, in the magical sense, the witch will interpret it as such. And due to her insight into supernatural matters a full 10% of all readings will be revealed to be true.

Knowledge (Astromancy) (Int, Trained Only)

This skill allows the character to cast certain spells with an added effect when the "stars are right". Based on the witch's philosophy of magical correspondences, certain spells will perform better. Typically a witch will gain a benefit during certain phases of the moon or during certain calendar events such as solstices or equinoxes. A corresponding event must also occur that inflicts a similar penalty. For example a witch may gain a benefit during the nights of a full moon, but lose that benefit during the other phases and suffer a penalty during the new moon, or during the day of the full moon. The DM needs to find what works for the witch's coven or tradition.

Knowledge (Demonology) (Int, Trained Only)

Demonology is the study of fiends of the Lower Planes. Basic Demonology is a general overview of demons, devils and their ilk and some of the basic

means of identification and combat. Taking one slot constitutes *Basic Demonology*. Advanced Demonology (2 or more slots) can only be taken after the Basic Demonology slot is filled. Advanced Demonology focus on a specific breed or kind of fiend, chosen by the PC, such as Devils or Demons. If a character wants to learn more about other fiends then she must take another Advanced Demonology slot, but then only at the cost of 1 per slot.

Advanced Demonology confers a +2 to hit when physically attacking the chosen fiend race. Also if the witch has the ability to summon fiends she may add 10% to her chance of success to summon and bind the fiend of her chosen type.

Example: Sybil is a Diabolic witch with the Fiend Summoning occult power. She has the following skills (3 slots):

Demonology, Basic 1 slot

Demonology, Advanced, Devils, +1 slot.

Demonology, Advanced, Yugoloth, +1 slot.

When she attempts to summon a devil she can add 10% to her chance for success. However if she attempts to summon a demon her chances are unaffected.

These bonuses are cumulative and stack with *Knowledge (Planes)* and *Occult Knowledge* skills.

Knowledge (Occult) (Int, Trained Only)

Occult knowledge characteristically depends upon the notion of correspondences, or postulated relationships that unite all things stars, planets, gemstones, colors, or even parts of the human body and life events to one another and to invisible realities as well. Those who subscribe to this view believe that they can use occult knowledge to effect healing or to predict the future, for example. Occultism may also include a belief in beings, such as angels, deities, or spirits, who can be contacted by those who possess the appropriate knowledge. Occult knowledge is believed to be obtained through initiation by those who already have it, or through the study of the texts in which it is expounded.

Occult knowledge also grants the witch some basic knowledge on the nature of various forms of magic and with various super-natural beings. These include, but should not be limited to, Golems, Fairies, the Undead, and Will-o-wisps.

Meditative Trance (Con, Trained Only)

The witch can enter a special type of trance that is taxing on the body, but heightens her perception and concentration. The witch spends one round entering the trance. At this time she must state what sort of mental task she wishes to accomplish. She can not be interrupted or she must begin again (thus the Constitution check). Once in a trance the witch

can not attack or defend herself. All to hit roles are considered as if her Armor Class was 10 and she takes full damage from these attacks.

The witch can now complete the mental task she set out to do. Any skill checks based on intelligence or wisdom gain a +2 bonus. She may read a document (but not a spell) at twice her normal speed. She may cast any non-combatative spell or psionic power for a 10% added benefit.

The witch can remain in this trance-like state for a number of rounds equal to her constitution. Every round after that the witch begins to take damage from fatigue at the rate of 1d2 hp per round.

Mid-Wifery (Int, Trained Only)

Deals with the birthing and care of newborn babies and their mothers. A witch with the mid-wife skill can aid in birthing, delivery and care of the newborn. The witch can increase the chance a woman will survive the birth. The pregnant woman can add 2 extra points to her own Constitution score because of the witch.

Seduction (Cha, untrained)

The seduction skill is used by Tantric witches and Mara to make themselves seem more sexually attractive. Anyone can attempt to seduce anyone else without this skill. All that is required is a simple Charisma check. Those who do have this skill are simply more practiced and better at it.

The witch may attempt to seduce another person. The target of the seduction must then make a voluntary wisdom check at -1 per slot to ignore the attempt. This seduction is not magical and may be broken off at any time by either participant. The witch can only focus on one person per attempt. If the witch opts, this skill can be used to augment any type of magical seduction such as a *charm*, *beguile*, or *fascinate* spell. At which time the target gets a -1 per slot to the saves versus the spell.

In either case the seduction is only effective in non-combat situations and it is only affective on members of the same (or very close) race to the witch.

Witchcraft (Wis, Trained Only)

The witchcraft skill allows the character to recognize the basic tenets of the witches religion and insight into their magical nature. A witch with this skill has a +1 per slot chance of identifying a particular witch coven or cult, a particular set of general witch symbols, or a spell used by a witch.

This skill also adds a +5% per slot benefit to discovering a warlock, regardless of class. All witches are required to have at least one level in this skill.

Yoga (Con, Trained Only)

Yoga is the mastery of mind and body. While the witch will not attain the levels of a Yogi master, she can use the same principles. Yoga requires one hour of meditation and breathing exercises per day to gain its benefits. The witch can heal faster (+1 per slot extra hp per day) while in Yoga trance. Yoga also increases the witch's concentration, so once per day she can add +1 per slot to any to hit or damage.

Feats

Witches have access to many new and powerful feats. As spell-casters witches have access to all of the General, Item Creation and Metamagic feats. Witches also have access to their own set of special feats.

Communal Casting [Special]

You can combine your spell-casting powers with other witches.

Prerequisite: Witches belong to same coven, all have the same spell. Three or more witches.

Benefit: Every witch in the casting circle must have the spell and this feat in order to cast a communal spell. One witch, usually the highest level is considered the focus. The spell is cast at her spell level. Each witch adds one-half of her own levels to the focus' witch's total. The spell's effects are then calculated using this new level total. In cases where the witch must touch or kiss someone then it is the focus witch who must do it. The other witches must stay in physical contact with the witch.

This feat only works with witches of the same coven.

Special: This feat can stack with Metamagic feats, but it can not stack with itself.

Divination [Special]

You can gain insight into the future of some event or person.

Prerequisite: Must have one or more of the Divination skills listed above.

Benefit: This feat allows the witch some lesser divinatory powers. Stronger than the *Augury* spell in terms of responses, it is not as powerful as the *Divination* spell. The witch is generally limited to the amount of questions she can ask per day and receive a "yes", "no" or "depends" response to. It may be three, seven or equal to the witch's own level. The decision is up to the DM.

Special: This feat can not stack with itself.

Table 4-1: New Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Wtc	Key
Div. Astrology	x	C	cc	C	x	cc	x	x	cc	cc	cc	C	Wis
Div. Lithomancy	x	C	cc	cc	x	cc	x	x	cc	cc	C	C	Wis
Div. Chiromancy	x	C	cc	cc	x	cc	x	x	cc	C	cc	C	Wis
Div. Numerology	x	C	cc	cc	x	C	x	x	cc	cc	cc	C	Wis
Div. Séance	x	C	C	cc	x	cc	x	x	C	cc	cc	C	Int
Div. Tarot Read	x	C	cc	cc	x	cc	x	x	C	cc	cc	C	Wis
Kn. Astromancy	cc	cc	cc	C	cc	cc	cc	cc	cc	C	C	C	Int
Kn. Demonology	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	C	C	Int
Kn. Occult	cc	cc	C	cc	cc	cc	cc	cc	cc	C	C	C	Int
Mid-Wifery	cc	cc	C	C	cc	cc	cc	cc	cc	cc	cc	C	Int
Med. Trance	x	x	cc	cc	x	C	x	x	x	cc	cc	C	Con
Seduction	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	C	Cha
Witchcraft	x	cc	C	C	cc	cc	cc	cc	cc	C	C	C	Wis
Yoga	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	Con

C Class Skill

cc Cross Class Skill

x You can't buy this skill because it is exclusive to another class.

Table 4-2: New Feats

Feat	Type	Prerequisite
Communal Casting	Special, Witch	Three or more witches from the same coven, all have the same spell.
Divination	Special, Witch	Divination skill.

Chapter 5: Miscellany

Witches do not exist in a vacuum. They interact with other character classes, races and monsters. Some issues need to be addressed with the advent of the new rules. Information in this section is either unfinished or left up to the Dungeon Masters to determine for themselves. Some issues will be dealt with in a new revised netbook that will replace this book as well as *the Complete Netbook of Witches and Warlocks* and *Eldritch Witchery*.

Demi Human Witches

The new d20 Game rules have removed the class and level restriction for the various races. What you need to is determine if Dwarves, Gnomes and Halflings can in fact become witches.

One possibility for a Dwarven witch would be a dwarf dedicated to the Earth Goddess, the Mother of All Dwarves. This religion would be very different from the established dwarven religion of the God of Dwarves. Gnomes could also join this witch coven. Halfling witches worshipping the Protector of All Halflings may not differ too much from Halfling clerics.

Spells

Many of the spells from *The Complete Netbook of Witches and Warlocks* and *Eldritch Witchery* will be converted d20 Game spells. Until then spells from the *core books* will be used.

Kits for Other Classes

The notion of character “kits” do not exist in the new d20 Game System. There will be several ways to handle the witch related kits from the previous two netbooks. Most notably are Sorcerers, who now have their own class. Mystics can be replaced with the Mystic Prestige class from *Dragon #274*. Witches, as spell-casters, can become members of the Mystic prestige class.

Other kits can be converted to Prestige Classes.

Exorcist

Exorcists all called into service from various clerical orders or from among witches themselves. To become an Exorcist the character must be good aligned, lawful good is preferred.

Alignment: Good only.

Hit Die: d8

Requirements

Be able to cast the following spells, *protection from evil*, *consecrate*, and *magic circle against evil*. The Exorcist needs at least five ranks of the combination of the *Knowledge, (Demonology)* skill or the *Knowledge (Occult)* skill.

Class Skills

The Exorcist has the following class skills (and the key ability for each skill): Craft, Divination, Knowledge, (Demonology), Knowledge (Occult), Profession, Spellcraft, Witchcraft.

Hedge Witch

Hedge Witch is the name given to members of various classes that adopt some of the trappings of the witch. These include, but are not limited to, my original mystic, sorcerer, cosain, and verbena kits. Hedge Witches always begin in another class and then pick up this prestige class. The starting class can be anything, but never witch or warlock.

Hedge Witches do not belong to Traditions or Covens, nor do they gain any of the benefits that follow; that is no High Secret Order Spells or Occult Powers. Hedge Witches do have access to the skills and feats that a witch has access to, including the special witch only skills and feats.

Alignment: Any, but mostly neutral or good.

Hit Die: d6

Requirements

Hedge Witches must belong to any non-witch class. They must also possess at least 2 ranks each in Heal, Knowledge (Occult) and Witchcraft and the Skill Focus feat.

Class Skills

The Hedge Witch has the following class skills (and the key ability for each skill): Craft, Divination, Heal, Knowledge, (Demonology), Knowledge (Occult), Profession, Spellcraft, Witchcraft.

Spells per Day

Hedge witches only dabble in witchcraft and magic. Therefore they are limited to number of spells they may cast per day. Hedge Witches use **Table 1-2: Witch Spells per Level**, on page 9 of the this guide for spell progression. Hedge witches are limited to spells of **fifth level or less only**. With the exception of High Secret Order spells, Hedge Witches may choose any spell that is available to the witch. These may be in addition to any other spells from another class.

Note: Witches can not become Hedge Witches.

Coming Soon

Between Light and Darkness

Between Good and Evil...

Between Heaven and Hell lies the

Shadow Earth

Campaign Setting

Shadow Earth is a new campaign world setting and system set up against Renaissance-age Earth that is a little closer to Heaven, but a lot closer to Hell.

Coming 2001 for the d20 Game System.



Player's Netbook / Rules Supplement

The Complete Netbook of Witches & Warlocks:
D20 Conversion Guide

Supplement II

Witches. The very name sparks fear and loathing in some, and awe and admiration in others. Presented here for the first time is the complete witch for the **d20 Game System**. All the rules needed to play this mysterious, misunderstood and powerful class of spellcasters. In these pages you will find witchcraft traditions, occult powers, new skills, new feats, magics and more. Whether you want to play a country pagan of the family tradition, a wise crone, or an evil malefica, all of the rules are right here.

Included in these pages are 13 traditions for witch and warlock characters. Plus all of the information needed for players and Game Masters alike.

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