

Witch Hunter

DARK PROVIDENCE

Campaign Guide

Version 1.04
June 23, 2008

Introduction

Welcome to *Witch Hunter: Dark Providence™*, the shared-world, role playing campaign based on the *Witch Hunter: The Invisible World™* game from Paradigm Concepts.

It is Earth 1689. Colonists have been settling the New World, nations and churches are in deep turmoil in the Old World, the Aztecs continue fending off the Spanish invaders, the Dutch control New Amsterdam, and the French have begun settling New Orleans. Tensions are growing between the white colonists and the native people of North America as more settlers land on the shores of the New World from Europe. Pirates abound in the waters of the Caribbean, and untold evils walk the Earth.

From “stage right,” the Witch Hunters enter. At some time in their lives, all Witch Hunters have come up close and personal with the minions of the Adversary. Whether it was coming face to face with a childhood nightmare or encountering the evil of the walking dead, they have become aware that just as a higher, good being guides most creatures on the earth, a mighty evil being is out to corrupt the world and take control. When this realization finally dawns, each Witch Hunter begins to see the Invisible World alongside the visible one. They now understand that magic is real and can be used for any number of purposes, good or evil. The call of the innocent and the guidance of omens lead the Witch Hunters from place to place. Their new profession is the protection of those innocents, those persons who are blissfully ignorant of the realities of the Invisible World, from the Adversary and its minions. Regardless of their previous lives, they have now become nomads. It seems that any time they stay in one place too long, the Adversary knows and sends its minions to destroy them and those near to them.

In spite of the corrupting forces of evil and the flawed souls of men and women, the Witch Hunters are not alone. There are others that have similar beliefs, goals, and gifts, and one Witch Hunter will always recognize another. When a Witch Hunter meets another Witch Hunter, it is like finding a calm port in a storm. Regardless of personal beliefs and philosophies, for a time, they no longer have to face the day alone. Witch Hunters soon realize that banishing the evils of the Adversary takes more than the faith of one. They must pool their True Faith to destroy the minions of evil. At first, cooperation may seem difficult. There can be so many differences... language, skin color, gender, social standing, fundamental beliefs, details of religion... but, in the end, the Witch Hunters have realized that they must work together.

Not all Witch Hunters were brave or heroic individuals before taking up the mantle and dedicating themselves to the fight against evil. However, each Witch Hunter realizes very early on that facing down the minions of the Adversary requires the willingness to take extreme risks to save the innocent, the bravery to look into the eyes of one's nightmare without flinching, and the unshakable determination to succeed at almost any cost. Born as everyday men and women, they become heroes.

Witch Hunters come from all different walks of life. Some come from a wealthy family or self-made fortunes, while others are from the clergy; some are seasoned warriors, some have been mothers; scholars and slaves alike have gained the Sight, and even those considered the lowest of society now see the Invisible World. Regardless of where a Witch Hunter comes from, they know where they are now... protecting the world from evil until death, if necessary.

Getting from place to place can be tricky. Many times the Witch Hunters find themselves walking from one town to another. Sometimes, they are lucky enough to find a ship whose cargo hold is not full and they may take passage. Occasionally, when Witch Hunters are in a larger town on the trade roads, they may be able to rent a horse from a way station. Life is not easy, but the Witch Hunters manage to find work in towns during their journeys, receive occasional money from family, rely on the kindness of strangers, or barter for a bed and a meal. This is not the life of luxury. But it is now the Witch Hunter's chosen life.

Updates:

This document will be updated on an as-needed basis. The most current updates to this document will always be **highlighted**. Note that any official errata or rules clarifications issued by Paradigm Concepts, Inc. to the *Witch Hunter: The Invisible World* rules will take effect immediately in the *Witch Hunter: Dark Providence* campaign unless this document specifically rules to the contrary.

General Rules

1. Requires the *Witch Hunter: Invisible World*TM rulebook to play.
2. Beginning players who play "fast play" characters may transfer up to 4 adventures' worth of SP (Survival Points) to a custom character. The corresponding Adventure Journal sheet(s) must be kept with the new character.
3. All players will maintain a current character sheet.
4. Adventure Record sheets will be kept with the corresponding character sheet.
5. A player cannot play the same event multiple times.
6. All players will fill out a WH:DP Report sheet prior to playing an event. This form will list player name, character name, and other information designated by the campaign staff. These forms will be sent to the WH:DP Campaign Coordinator within one week of an event being played.
7. All WH:DP adventures will be requested from the WH:DP Campaign Coordinator (see contact information at the end of this document.) Requesting does not automatically guarantee permission to run WH:DP adventures.
8. WH:DP adventures will generally be available for convention play beginning one week after they premiere.
9. WH:DP adventures will generally be available for store play beginning three weeks after they premiere.
10. WH:DP adventures will generally be available for game day play beginning 60 days after they premiere.
11. WH:DP adventures will generally be available for home play beginning 90 days after they premiere.

Character Creation

The character creation guidelines supplied here are a supplement to the rules found in the *Witch Hunter: Invisible World*TM core rulebook.

When creating a character, players need to think about where the character is from, where he or she is going, what they did before becoming a Witch Hunter, what skills they are particularly good at, and their beliefs (political and religious). Once you have an idea about each of these topics, you have what you need to build your character.

Players may want to have multiple characters. Great! WH:DP will be taking place in both the New World and the Old World. It may be a good idea to have a character based in each place, although it is not necessary to do so. Players with multiple character ideas should also review the Character Tree rules at the end of this document.

Character Names

Players may not play "notable" historical figures (i.e., anyone listed in the Encyclopedia Britannica or Reference.com). While certain names are relatively common during the time period, if you name your character William Kidd, Jonathan Swift, or William Penn, you will not be playing the British naval captain, the promising young author, or the proprietor of Pennsylvania, respectively. If you choose to play a relative or ancestor of a notable historical figure, that is fine, but there will be **NO** in-game benefit given. WH:DP reserves the right to use notable historical figures as NPCs in adventures.

Basics of the Witch Hunter

Characters are built from Attributes, Talents, Skills, and Backgrounds, and each may also belong to a specific Order of Witch Hunters.

Backgrounds

Each Witch Hunter had a "previous life" before he or she was "awakened." All Backgrounds in the core *Witch Hunter* rulebook are allowed in WH:DP. Each background has an associated Social Standing which determines how much money a Witch Hunter earns at the start of each adventure by "finding employment" between each adventure (off-stage, if you will).

Background	Ability Requirement	Social Standing	Per Event Income
Adventurer	None	Commoner	£ 1
Artisan	Reason 3	Artisan	£ 2
Brave (Indian)	None	Commoner	£ 1
Bureaucrat	Personality 3	Professional	£ 3
Charlatan	Personality 3	Commoner	£ 1
Courtier	Education 4, Personality 3	Merchant	£ 4
Diplomat	Education 3, Personality 3	Professional	£ 3
Entertainer	Personality 4	Commoner	£ 1
Explorer	Toughness 3, Courage 3	Commoner	£ 1
Folk Healer	Reason 2, Intuition 3	Commoner	£ 1
Grave Robber	Courage 2	Commoner	£ 1
Guard	Intuition 3	Artisan	£ 2
Hunter	Agility 3, Intuition 3	Commoner	£ 1
Inquisitor	Courage 3	Commoner	£ 1
Laborer	Strength 3	Commoner	£ 1
Lawyer	Education 4	Professional	£ 3
Mercenary	Toughness 3	Professional	£ 3
Merchant	Intuition 3, Personality 3	Merchant	£ 4
Midwife	Reason 2, Intuition 2, Personality 2	Commoner	£ 1
Monastic Clergy	Will 3	Commoner	£ 1
Nanny	Toughness 2, Personality 2	Commoner	£ 1
Navigator	Reason 2, Intuition 3	Artisan	£ 2
Occultist	Education 5, Will 3	Artisan	£ 2
Physician	Education 3	Professional	£ 3
Priest	Education 3, Intuition 3	Commoner	£ 1
Prostitute	Courage 3, Personality 3	Commoner	£ 1
Revolutionary	Will 3, Courage 3	Commoner	£ 1
Sailor	Agility 3, Toughness 3	Commoner	£ 1
Scholar	Education 4	Artisan	£ 2
Scout	Agility 3, Intuition 4	Commoner	£ 1
Servant	None	Commoner	£ 1
Settler	Courage 3	Commoner	£ 1
Shaman	Intuition 4, Personality 3, Courage 3	Commoner	£ 1
Slave	Toughness 3, Courage 3	Commoner	£ 1
Smuggler	Agility 3, Intuition 3	Commoner	£ 1
Soldier	Courage 4	Professional	£ 3
Spy	Agility 3, Reason 3, Personality 3	Professional	£ 3
Thief	Agility 4, Intuition 4	Commoner	£ 1
Thug	Strength 3, Personality 3	Commoner	£ 1

Ability Scores

Each character is rated in nine abilities, each ranging from 1 (weak) to 5 (almost superhuman). These are the fundamental attributes that form the basis of all your character's skills and abilities. Make sure that your ability scores meet the minimum requirements for the background you choose.

Physical – Strength, Agility, Toughness

Mental – Education, Reason, Will

Spiritual – Courage, Intuition, Personality

Each of these ability scores begins at rating of 2. Beginning characters have a total of 100 points to spend to improve their ability scores according to the following chart:

Score	Cost
1	-10
2	0
3	10
4	30
5	60

Skills

Skill levels improve your chances of success when attempting to do something. Some of your character's starting skills will be determined by your Background, while others can be chosen freely. All skills listed in the *Witch Hunter: Invisible World™* book are allowed in WH:DP. Most skills may be used "untrained;" a few can only be attempted if you have purchased levels in them.

In WH:DP, the following skills have been modified from the core rules:

Trade – At the beginning of each adventure, a Witch Hunter with the Trade skill may make a Trade roll. As long as the Witch Hunter gets at least 1 success, they receive the following money for finding employment in their trade – (Reason + Trade) x 2 shillings.

Example: The Witch Hunter has a 4 Reason and 3 levels of Trade (specified by background). At the beginning of each adventure, this Witch Hunter receives 14 shillings if she makes a successful Trade skill roll.

It is strongly recommended (but not required) that all Witch Hunters take at least one level in the English and/or Dutch languages.

Talents

Talents are more specialized than skills; they represent particular abilities that enhance your character's skills and attributes. Talents fall into three categories: Basic, Greater, and Heroic. Basic and Greater Talents may be purchased according to the core *Witch Hunter: Invisible World™* rules; starting Witch Hunters may not purchase Heroic Talents. All Talents in the core rulebook are allowed in WH:DP. All prerequisites for a Talent must be met in order to purchase the Talent.

In WH:DP, the following Talents have been modified from the core rules:

Talent	Modifications
Dilettante (Basic)	When this Talent is taken, the Witch Hunter receives £ 30. At the conclusion of each adventure, if the Witch Hunter has not withdrawn any money from his/her account, they add £ 4.
Inheritance (Basic)	When this Talent is taken, the Witch Hunter receives £ 11 and must record the name of the person who died and left the Witch Hunter an Inheritance on their character sheet. Although a character may take this Talent multiple times, if too many people start dying, it will come back to haunt you...
Skilled (Basic)	This Talent may not be used to convert the Crusaders Inviolata's "Inner Circle" skill to a background skill.

Witch Hunter Orders

There are nine main Witch Hunter Orders. A player character may belong to only one Order, and need not be a member of any. All nine of the major Orders are allowed in WH:DP; minor Orders are not available for play at this time. The consequences of belonging to certain Orders will come into play from time to time; read the descriptions of the Orders carefully before choosing. Ideally, the Order your Witch Hunter belongs to should make sense for the character. European characters are unlikely to be members of the Ghost People, just as a Native American Witch Hunter should think long and hard before choosing to belong to the Fellowship of the Ashen Cross.

The Order's "area of origin" in no way means that Witch Hunters must be from that area or are restricted to staying in those areas. Of course, these areas are where each Order has its greatest influence and representation.

This table presents a brief summary of the Witch Hunter Orders. The *Witch Hunter: Invisible World*TM core rulebook has in-depth information.

Order	Reputation	Area(s) of Origin
Apostles of the New Dawn	Explorers and missionaries to new and undiscovered lands.	Portugal, Spain, the Netherlands
Ascetics of the Ten Persecutions	Poor but zealous travelers with a touch of fanaticism	Throughout Christendom
The Crusaders Inviolat	Spiritual descendants of the Knights Templar	France, Italy, England, Northern Africa
Fellowship of the Ashen Cross	Witch Hunters who remain loyal to the Pope despite his persecution of their kind	Italy, Spain
Ghost People	A Native American Order containing braves and shamans of many tribes	North America
Lightbringers	Men and women of science and reason in a superstitious world	France, Italy
Stalkers of the Unseen Hunt	Brooding loners determined to destroy evil or die in the attempt	Austria, Poland, Lithuania, Central and Eastern Europe
Stalwarts of St. Christopher	Watchers of the roads, trying to keep them safe for unwary travelers	England
Sunwise Circle	Outspoken, charismatic, and direct, they struggle against injustice everywhere	Poland, the Empire of Russia

Armor, Weapons and Equipment

All characters begin play with £10 with which to buy equipment, plus any money received from talents such as Dilettante or Inheritance.

Armor, weapons, and equipment are purchased from the *Witch Hunter: Invisible World*TM rulebook at listed prices.

Exception: Starting Witch Hunters may not purchase Superior or Silvered weapons. These may be purchased and/or acquired in adventures when specifically stated.

The following additional items of equipment are available to all Witch Hunters:

Item	Cost	Weight
Holy symbol, gold	£1	--
Holy symbol, silver	10s	--
Holy symbol, wooden	2s	--
Holy Water	*	--
Medical kit	10s	2 lb.

* Holy water is generally available at Roman Catholic, Anglican, and Eastern Orthodox churches. It is not sold; small quantities (i.e., one 16-ounce "dose" per character) will be made freely available to worshippers of the appropriate faith, though donations are always gratefully accepted. Characters of other faiths will generally not be able to obtain holy water at such churches. One casting of the Blessing rite (Food or Drink version) can also be used to bless 10 "doses" of water (with

additional successes allowing for the creation of more "doses" as per the normal Blessing rules). This use of the Blessing rite does not grant any extra dice when the water is used, it simply makes it holy. Holy water, whatever its source, loses its potency at the end of the adventure in which it was gained and cannot be carried over from adventure to adventure.

For purposes of the Fellowship of the Ashen Cross' Benefit (see p. 26), the following weapons are available in versions made primarily of ash wood:

Arrow, bolt, club, dart, javelin, spear, staff

Note that weapons which gain this Benefit do not receive bonus dice as per the Blessing rite; they are merely considered Blessed for purposes of their effects on supernatural creatures which may be vulnerable to such weapons.

Homes, Ships, and other Fixed Assets

Due to their nomadic lives, Witch Hunters are unable to own and maintain permanent residences, ships, boats, businesses, and other fixed assets.

Pets, Mounts, and Other Animals

Witch Hunters may purchase any animals listed in Table 3-4 of the *Witch Hunter* core rules (p. 95). For each such animal accompanying the character, the character must pay 1 crown at the beginning of each adventure to represent the cost of feeding and transporting the animal. Such animals may serve as mounts or companions, but unless the character has trained the animal with the Animal Trainer talent, the animal may not perform the tricks listed under that Talent (p. 74) or any other tricks. If necessary, use the statistics for these animals on pages 210-211 of the core rules. Note that an animal, no matter how well trained, will not attack or perform any other tricks when faced with a creature or situation that has a Fear Rating of 1 or more.

Characters with the Animal Trainer talent may attempt to train one owned animal in one specific listed trick at the beginning of each adventure, and the results should be recorded in the Notes section of the Adventure Journal for that event. Purchased animals do not begin knowing any tricks.

Most ships do not have the cargo space available to transport a character's beasts of burden (horses, mules, etc.). Unless specifically noted in an adventure, no animal larger than a dog or bird can be transported by sea. If a character travels by sea and cannot bring a horse, mule, etc. with him, he may either sell the animal (for half the listed book price) or leave it in his port of embarkation, recording it on the corresponding Adventure Journal. Until the character returns to that port, he must pay 2 crowns per adventure for stabling and upkeep, and cannot train or otherwise interact with the animal. If at any point the character cannot or will not pay this cost, the animal is considered lost.

Unless specifically listed in an adventure and printed on the corresponding Adventure Journal, characters may not own, train, or be accompanied by animals not listed in Table 3-4 of the core rules (e.g., no wolves, bears, monkeys, etc.).

Slaves and Slavery

While slavery and indentured servitude are part of the *Witch Hunter* universe, affecting African, European, and Native American individuals alike, we do not wish to condone or encourage it in any way. Witch Hunter PCs may not own slaves or indentured servants; they may purchase such individuals if opportunities to do so arise during play, but must immediately free them. These freed individuals are assumed to go their own way (gratefully) at the end of the adventure during which they are freed. The only exception to this is if the player wishes to have a former slave as their Apprentice character (see Character Trees, p. 8); in this case, a freed slave can be assumed to remain in touch with the freeing character until that character is eligible to become a Mentor. If a player chooses to do this, their Apprentice character will have the Slave background.

Playing Events

WH:DP is designed to enable players to jump in at any point without feeling like they have "missed" too much. To that end, WH:DP events will not retire. All events will be numbered starting with WH:DP 1-01 – standing for year 1, event 01. If adventures are intended to be played in a certain order, the blurb will state what event title(s) and number(s) should be played before or after other events. Otherwise, adventures can be played in any sequence desired, though we recommend playing them in chronological order if possible, and the adventures will be numbered to reflect this sequence.

Survival Points

At the end of each adventure, Witch Hunters will be awarded Survival Points. These points will be used to purchase abilities, skills, and Talents to improve your character.

Rewards and Treasure

Rewards in WH:DP will be different from those in other role-playing games. At this time, there are very few libraries in the New World. Most of them are part of private estates. Therefore, items such as books, journals, family Bibles, maps, and other written materials are very valuable to Witch Hunters. Tradable goods such as furs and spices may be all a community has to offer. Nifty items that are not common-place, such as a spyglass, rare herbs, and such are treasures to a Witch Hunter. Occasionally, there may be a monetary reward for completing specific tasks. Finally, items of faith, magic and power may be found, although such objects are quite rare. Of course, as with any form of power, such things often come with a price...

The Benefits of Role-Playing

WH:DP encourages and rewards good role-playing. If players role-play their characters' actions with originality, enthusiasm, and flair, they may be rewarded with a Hero Point. Hero Points are really nifty, and can be extremely useful in moments of dire need. In addition, descriptions of dramatic, swashbuckling actions will generally not be reduced to a tedious set of skill checks; if it sounds cool, you can probably pull it off.

Geographic Location, Travel, and Timeline

At the beginning of the WH:DP campaign, the events are taking place in the New World beginning in the Spring of 1689. Events will be grouped by region and proximity, and travel between adventures will take place "off-screen." The campaign year will advance each real calendar year in July. Therefore, in July 2008, the campaign will be in its second year, and the adventures will be set in 1690.

NPC Recruitment

Witch Hunters do not "recruit." While NPCs in various adventures may witness supernatural events, and even fight alongside the PCs, that does not mean that the NPCs will become Witch Hunters themselves. If particular people are meant to become Witch Hunters, they will. If they choose to serve the Adversary, they will do that too.

Character Advancement

Improving Ability Scores

A Witch Hunter's ability scores can never be permanently raised above 5. Certain Rites or other effects may allow a character to temporarily exceed this maximum, however.

Character Trees

As in most role-playing games, WH:DP characters will become more powerful as they gain experience. Eventually, these experienced Witch Hunters will be going up against threats that would destroy any beginning characters who traveled with them. Similarly, a group of newly-created Witch Hunters traveling with a veteran of many adventures would find themselves overshadowed by their companion's abilities. Neither of these possibilities is very fun for the players involved.

To measure relative difficulty, WH:DP adventures will be rated in Tiers. The Tiers of play in *Witch Hunter: Dark Providence* are defined as follows:

Tier 1: 0-69 SP Earned

Tier 2: 70-139 SP Earned

Tier 3: 140-209 SP Earned

Tier 4: 210-279 SP Earned

Tier 5: 280-349 SP Earned

When a WH:DP character reaches Tier 2, the player will create an Apprentice – a new Tier 1 character who will accompany the primary character (known as the Mentor). The Apprentice will have 70 SP less than their Mentor at character creation (e.g., if the Mentor reached 72 SPs after an adventure, the newly-created Apprentice will be a starting character with 2 extra SPs). **Each character in a player's Character Tree will receive the Survival Points awarded for each adventure played, regardless of which character actually played the adventure.** As a result, the different characters in a player's Character Tree will always remain exactly 70 SP apart. This ensures that a player will always have characters available in multiple Tiers. Each time a player's characters reach a new Tier, that player will create a new Tier 1 character.

For Tier 2 tables, the player can play his Mentor, and for Tier 1 tables, he can play his Apprentice. While the player will only actively play one character in any given adventure, the other character will be present "in the background." Perhaps the Apprentice is back in town dealing with the mundane question of gathering supplies while the Mentor is in the wilderness fighting evil, or the Mentor encourages the Apprentice to deal with a threat herself while the Mentor takes a well-deserved rest. This way, whichever character is played in a given event, both characters will know the details of the story. We expect that the Mentor will have told the Apprentice stories (perhaps with suitable embellishments!) about the Mentor's adventuring life as a Witch Hunter prior to meeting the Apprentice.

The Character Tree allows players to have characters at each Tier up to their highest Tier character. Characters are always evenly spaced within the Tree. When any character in the Tree gains SP, so do all other characters in the Tree. Likewise, any information gained by a character is communicated to the others in the Tree. With the Character Tree, players can easily form tables at any tier, and try out various character concepts without missing out on the story of the campaign. When a player's characters reach a new Tier of play, that player should create a new character with 0 SP at the bottom of the Character Tree.

Note that players may create multiple Character Trees if desired. These trees will always remain separate; story information and SPs are not shared between them.

Items, money, and any other benefits may not be given, loaned, or shared between characters belonging to the same player, regardless of whether or not they are in the same Character Tree.

Council Characters:

Upon reaching 350 SP, a character is no longer considered part of the Character Tree but is instead now considered a "Council Character" – he or she has been withdrawn from active duty, and now serves his or her Order directly at the highest level. There is no limit to the number of Council Characters a player may have. Council Characters may only play in special modules that make note of this fact on the cover page. Typically, these modules deal with threats above and beyond the norm for Witch Hunters, threats which require special attention from the guiding bodies of the various Orders. Modules completed by Council Characters do not advance the SP count of any Character Trees, nor are the Council Characters obligated to report their findings to anyone.

Death Within the Character Tree:

In *Witch Hunter: Dark Providence* there is the possibility, however remote, that a Witch Hunter may die or become irretrievably lost upon their journeys. Should this occur, the player may replace that character within the Tree with another character of equal SP count of the same Order as the original character. This reflects the fact that, should a brave soul perish in resisting the Adversary, another will step forward to take their place.

Forming Tables:

When players of a *Witch Hunter: Dark Providence* module sit down to play, they should determine which Tier they are playing as follows:

1. Each player selects a character from their Tree that is within the range of Tiers supported by the module. For example if a module states that it supports Tier 1 and 2 characters, each player may select either a Tier 1 or Tier 2 character.
2. No character selected may be more than one Tier away from any other character selected. For example, no table may contain both a Tier 1 character and a Tier 3 character. Players may need to discuss their selections, party balance, as well as other considerations and re-select in order to meet this requirement.
3. Calculate the average SP total for the table (sum of the selected characters' SP totals divided by number of characters). This determines the Tier at which the module will be run by the GM. For example if the average was 150 SP, the GM would run the module at Tier 3.

Author and Judge Rewards

No ongoing RPG campaign can succeed without its authors and judges, and we are glad to reward those who fulfill these important roles. As a result, the following rewards are effective immediately.

Writing an Adventure

Anyone who writes a *Witch Hunter: Dark Providence* introductory adventure will receive 2 SP (Survival Points) and 1 HP (Hero Point) to apply to any one of their Character Trees on the day the adventure premieres.

Anyone who writes a full-length *Witch Hunter: Dark Providence* adventure will receive 3 SP and 1 HP to apply to any one of their Character Trees on the day the adventure premieres.

Authors will receive a special Adventure Journal to track these rewards.

“Eating” an Adventure

Anyone who judges a *Witch Hunter: Dark Providence* introductory adventure without playing it first will receive 2 SP to apply to any one of their Character Trees the first time they judge the event.

Anyone who judges a full-length *Witch Hunter: Dark Providence* adventure without playing it first will receive 3 SP to apply to any one of their Character Trees the first time they judge the event.

These rewards should be included in the “SP Gained” section of the next Adventure Journal received by the character. The “Notes” section of that AJ should include the name of the adventure eaten and the number of SPs gained thereby

Individuals who write an event do not also receive the rewards for eating the same event. (Sorry.)

Witch Hunter: Dark Providence™ Resources and Contact Information:

Campaign E-mail: whdp_campaign@bellsouth.net

Yahoo! Group: http://games.groups.yahoo.com/group/whdp_campaign/

Website: www.darkprovidence.net

Paradigm Concepts Inc.: www.paradigmconcepts.com

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