

NAME	HEIGHT	BODY POINTS	MAGIC POINTS: 12		ATTACKS
			GREEN	ANY	
Witch with Dagger	4	10	6	6	1

MANOEUVRES		PG	X	MOD	+
MAGIC	MAJOR	36	54	S	
DOWN SWG	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	60	-1	
	THRUST	38	58	0	
FAMILIAR ATTACK	SWOOPING OWL	(44)	52	-3	
	CLAWING CAT	(48)	52	-3	
SPECIAL	USE POTION	6	62	S	
	KICK	34	56	0	
	WILD SWING	40	58	0	
	DISLODGE WEAPON	30	56	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC	MINOR	26	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-6	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Witch casts Green magic, and possibly also one of Grey, Red or White magic. She begins the game with 1 potion for every 4 Magic Points. The first 3 potions must be unique. The Witch may keep as a familiar either an Owl, which can Swoop (44) at an opponent's head, or a Cat, which can Claw (48) at an opponent's legs. Either familiar has 3 Body Points.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49		63	19	13	19	49	57	37	19	49	13	17	13	49	9	41	13	13	49	49	11	27	61
4	5		19	33	3	3	9	55	37	29	9	15	17	3	15	9	25	17	3	5	5	11	43	59
6	19		63	33	3	3	49	19	19	29	9	15	17	31	5	45	19	17	19	19	19	51	19	59
8	5		63	33	3	3	23	55	37	29	23	15	17	3	3	9	19	17	3	5	5	11	43	59
10	31		53	19	45	3	7	57	19	23	7	45	17	31	3	53	25	17	45	53	19	51	43	59
12	19		19	19	19	45	9	57	19	29	9	45	17	19	3	45	25	53	45	19	49	11	29	59
14	49		13	23	13	3	13	19	37	53	9	13	13	13	5	13	13	13	13	49	49	11	53	61
16	57		63	57	57	57	9	55	57	57	9	15	17	21	57	9	41	17	57	21	57	57	43	57
18	5		63	33	3	3	9	55	37	29	9	15	17	5	3	9	41	17	3	21	5	11	43	59
20	5		63	33	23	3	9	55	37	29	9	15	17	23	3	9	25	17	3	5	5	11	43	59
22	49		13	23	13	19	13	19	37	19	19	15	13	3	5	31	25	13	3	49	49	11	43	61
24	53		63	33	45	45	9	1	53	19	9	7	17	3	3	45	53	53	45	21	5	11	41	59
26	5		19	33	3	3	9	55	19	29	9	15	17	5	3	9	25	17	3	5	5	11	43	59
28	7		63	19	3	19	9	23	37	23	9	19	53	19	31	9	25	17	27	19	5	11	29	59
30	49		63	33	3	3	9	57	37	29	27	15	27	3	27	27	25	17	27	5	27	11	27	59
32	53		29	33	3	45	53	19	19	29	53	45	53	53	3	31	25	53	45	31	53	51	43	59
34	5		63	33	3	3	9	1	37	29	19	15	17	19	3	9	25	17	3	41	5	11	27	59
36	5		63	33	3	3	9	1	7	7	9	15	17	7	27	9	7	17	3	7	5	11	7	61
38	31		63	19	45	45	7	57	19	29	9	45	17	5	5	45	25	17	45	5	19	51	43	59
40	49		63	33	3	41	49	23	23	19	13	23	19	3	5	9	25	17	3	5	49	11	43	59
42	49		63	19	13	49	49	57	37	19	49	19	17	13	5	9	41	13	19	49	49	11	43	61
44	5		63	33	45	3	19	57	19	19	19	15	17	19	19	45	19	17	45	19	5	51	27	61
46	5		63	33	3	3	9	1	37	29	9	15	17	3	15	9	25	17	3	5	5	11	43	59
48	5		63	19	45	45	49	57	19	29	49	19	17	19	19	9	25	17	45	19	49	51	19	61

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	9	19	19
52	21	57	17	57	5	9	57	57
54	53	33	17	45	35	9	35	3
56	39	57	17	45	57	57	57	3
58	39	33	17	47	5	13	57	57
60	13	33	13	57	5	9	57	47
62	39	57	17	57	57	57	57	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Restore any 2 Magic points."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Do only Familiar Attack, Yellow or Green (except Magic) next turn."

9 THRUSTING

Tell Opponent: "No restrictions next turn."

11 SWOOPING OWL FAMILIAR

Tell Opponent: "Do no Orange next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange (except Familiar Attack) next turn."

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 CASTING MAGIC

Tell Opponent: "If on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 1

Tell Opponent: "Do only Familiar Attack, Yellow or Green (except Magic) next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Familiar Attack or Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Familiar Attack, Use Potion, Kick, Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange (except Familiar Attack), but add +2 to any Blue (except Familiar Attack) that Scores next turn."

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange (except Familiar Attack) or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 6

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue (except Familiar Attack), but add +2 to any Orange (except Familiar Attack) that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN SCORE 1

Tell Opponent: "Do only Familiar Attack, Green or Yellow next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Magic next turn."

45 PARRYING HIGH SCORE -2

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW SCORE -2

Tell Opponent: "No restrictions next turn."

51 OWL FAMILIAR WOUNDED (SCORE 2)

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. If Familiar has been killed, do no Familiar Attack for the rest of the game."

53 BODY WOUND SCORE 6

Tell Opponent: "Do no Red or Orange (except Familiar Attack) next turn."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore any 2 Magic Points. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 CLAWING CAT FAMILIAR

Tell Opponent: "Do no Blue (except Familiar Attack) next turn."

61 CAT FAMILIAR WOUNDED (SCORE 2)

Tell Opponent: "Do only Yellow or Green (except Magic) next turn. If Familiar has been killed, do no Familiar Attack for the rest of the game."

63 USING POTION

Tell Opponent: "Ignore current results page and reveal the effects of your Potion."

Witch Potions

A. Potions taken by the Witch

1. Potion of Healing
Restore 3 Body Points immediately.
2. Potion of Regeneration
Restore 1 Body Point per turn until you are scored upon (Note: Your Body Point total can never exceed its starting value).
3. Potion of Strength
Add 5 temporary Body Points to your current total for the next 5 turns.
4. Potion of Agility
Add +2 to all your modifiers for the next 5 turns.
5. Potion of Will
Restore all your Magic Points immediately.
6. Poison Antidote
If you are presently suffering the effects of any poison, you are now cured. A protective effect will last for the next 4 turns – if you are told to take poison damage during this period, you need not do so.

B. Potions that are thrown at an Opponent

7. Sleeping Powder
If on a Score page, tell Opponent: “You have just breathed in a sleeping powder. At the start of every turn after the next, you must throw a die. If the die throw is a 6 you have fallen asleep, and I have won.” (no effect on Undead)
8. Itching Powder
If on a Score page, tell Opponent: “You are now itching unbearably. For the rest of the game, beginning next turn, you must do only Jumps every third turn.” (no effect on Undead)
9. Toadstool Extract
If on a Score page, tell Opponent: “Toadstool Extract fills your mind with fear. Do only Green or Yellow until you get to Extended Range.” (no effect on Undead)
10. Mummy Dust
If on a Score page, tell Opponent: “I have thrown deadly mummy dust at you. Lose 1 Body Point per turn for the rest of the game.” (no effect on Undead)
Note: Witch must have had access to a defeated Mummy, from which 5 doses can be made
11. Grave-weed Potion
If on a Score page, tell Undead Opponent: “Lose 1 Body Point per turn for the rest of the game.”

12. Wolfsbane Potion

If on a Score page, tell Skinchanging Opponent: "You may not regenerate Body Points for the rest of the game."

13. Witch's Flour

Tell Opponent: "I have detonated club moss spores near you." Turn to p. 41 and add +3 to the Score on that page.

C. Potions that have immediate effect on release

14. Blinding Powder

Tell Opponent: "You have been momentarily blinded." Choose whether to: Escape (concede fight to opponent); Go to p.57 (tell opponent to go to p.57); Go to p.21 (tell opponent to go to p.23).

15. Poison Gas

Tell Opponent: "You are breathing noxious fumes. Lose 1 Body Point each turn from now on, until you get to Extended Range." (no effect on Undead)

16. Love Philtre

Tell Opponent: "We are breathing in intoxicating fumes. At the start of every turn, you must throw 2 dice. If the dice throw is 9 to 11, you must defend me for the rest of the combat. If the die roll is 12, I will defend you for the rest of the combat." (only affects non-monstrous humanoids, e.g humans, elves, dwarves, halflings etc.)

D. Poisons applied to the Witch's knife

Note: effects apply whenever Opponent is subsequently wounded

17. Adder venom

Tell Opponent: "Lose 1 Body Point per turn for the next 3 turns." (no effect on Undead)

18. Spider venom

Tell Opponent: "Subtract 1 from all modifiers for the rest of the game." (no effect on Undead)

19. Toad venom

Tell Opponent: "For the rest of the game, when on a Score page other than Blocking, Parrying or similar, do only Jumps instead of better restrictions." (no effect on Undead)

20. Giant Scorpion venom

Tell Opponent: "Do only Jumps for turns equal to the unmodified Score, and subtract 1, cumulative, from all modifiers for the rest of the game." (no effect on Undead)

Note: Witch must have had access to a defeated Giant Scorpion, which provides sufficient venom for 5 uses

21. Manticore venom

Tell Opponent: "Lose 1 Body Point per turn for the rest of the game." (no effect on Undead)

Note: Witch must have had access to a defeated Manticore, which provides sufficient venom for 5 uses

Acknowledgement: about half of the potions above were devised by Yahoo Lost Worlds group member [soren_nyrond](#).