

Witch Potions

A. Potions taken by the Witch

Potion of Healing

Restore 3 Body Points immediately.

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).

Potion of Endurance

Add 5 temporary Body Points to your current total for the next 5 turns.

Potion of Strength

Add +2 to all your modifiers for the next 5 turns.

Potion of Will

Restore all your Magic Points immediately.

Poison Antidote

If you are presently suffering the effects of any poison, you are now cured. A protective effect will last for the next 6 turns – if you are told to take poison damage during this period, you need not do so. Effective against all poisons.

B. Potions that are thrown at an Opponent

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)

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)

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)

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

Unicorn Mane Distillate

If on a Score page, tell Undead Opponent: "Lose 1 Body Point per turn for the rest of the game."

Note: Witch must have had access to a defeated Unicorn from which 5 doses can be made, or a co-operative Unicorn, from which 1 dose can be made.

Holy Water

If on a Score page, tell Undead or Demonic Opponent: "Take 4 points damage (2 points only for skeletons) and do only Jumps for the next 2 turns."

Wolfsbane Potion

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

Gremlin Extract

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

Note: Witch must have had access to a defeated Gremlin from which 5 doses can be made.

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

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).

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)

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.)

Oil of Slipperiness

Tell Opponent: "Whenever I see you Swinging High and you do not see me on a Score page, I will turn to p. 41."

D. Poisons applied to the Witch's knife

Note: effects apply whenever Opponent is subsequently wounded

Adder venom

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

Spider venom

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

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)

Giant Scorpion venom

Tell Opponent: "Do only Jumps for turns equal to the modified 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

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

Imp venom

Tell Opponent: "Do no Green for the rest of the game."

(If Opponent is poisoned a second time, tell Opponent: "Do no Orange for the rest of the game." If Opponent is poisoned a third time, tell Opponent: "Do no Red for the rest of the game.")

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

Acknowledgement: about half of the potions above were devised by Yahoo Lost Worlds group member soren_nyrond.